

ABSTRACT

(Fig. 2)

- 5 A tracking system (1) updates data to, and retrieves data from, learning management databases (10). Update data is received from course player servers (4), and requests are received from client systems. A common interface (21) interfaces with all players and clients, and it polls translation modules (22) for an appropriate and available module when a message is received. A tracking engine (20) manages threads and a
- 10 queue for both synchronous and asynchronous communication. The queue is linked with database interfaces (24), which are Schema Access Objects (SAOs). Each SAO is pooled as a set of instances, activated and managed by a pooling manager.